



ABF Open Teams 2024

13, 14, 21 & 22 / 9 / 2024

RealBridge Platfrom

Conditions of contest

1. Conditions of Entry

- 1.1.** The event is an “open teams” restricted to players registered to one of the six current African NBOs
- 1.2.** Participation in the Event may be subject to the approval of the ABF Credentials Committee who reserves the right to refuse any player at its own discretion

2. Number of players / team

Each team consists of at least 4 players and up to 6 players, those teams who started the event with less than 6 players can register the rest of the players during the event

3. Official Language

English will be the event’s official language

4. Ethics

The organizing committee expects all participants to behave in sportsmanlike manner

Political statements, rude behavior and any unsportsmanlike conduct towards your partner, your opponents, your TD or the officials will not be accepted

Self-kibitzing and any sort of unauthorized communications are strictly forbidden and will result in canceling the team match and the exclusion of the Pair from the event (if a Team consists of only 4 players, the whole Team will be excluded)

Any complaint shall be sent to the head TD who will discuss the case with the ABF board and take the necessary action if needed

Should a team be disqualified as a result of a decision made by the Head Tournament Director or by the organizing committee itself, entry fees will not be refunded

5. Systems, codes and Alert

5.1. Alert

All alertable bids must be pre-alerted (press the alert button before making the bid). Giving an explanation is not compulsory unless it is an extra-ordinary bid.

For example if you are playing forcing NT over major openings (which is very common) alerting should be sufficient (if needed opponents can ask for explanation) , but if you are playing 1NT transfer to X, an “alert” without an explanation will not be enough. You have to type the explanation before making the bid. We strongly recommend you try to help opponents giving sometimes the simplest of information.

For example, if you are opening 1♣ with 2+. At least the first time you do it, just type “2+” in the explanation box when you make the bid. Only alert your own bids, do not even attempt to explain your partner’s bids. If opponents ask for further clarification using private chat, respond privately, not on table chat. (Of course, unless opponents asked on table chat), If you are playing an unusual system make sure you pre-alert it before you start bidding the first board, including but not limited to: Variable or weak NT openings, strong ♣ or ♦ systems, 4-card major systems like ACOL, playing unusual honor card leads like Rusinow or low from a doubleton

5.2. Systems

- HUM, Brown stickers systems, Forcing Pass Systems, Random Openings, and Encrypted Signals are not allowed during the whole event
- Players can't consult their system cards or notes between the start of the auction period until the end of the play. Exception: players may consult their defense notes vs 2 ♦ multi-opening.
- Psychic conventional opening bids are forbidden

5.3. Codes

- If you want more information about an opponent's bid, whether or not it was explained, you should send a private message to the opponent who made the bid asking for clarification
- Requesting information may be made at any time, at the time the bid is made, when the auction concludes, or any time during the play as long as it is a private chat between one opponent and the bidder
- If players explain bids via chat they should set the recipients to Opponents, not Table, so that only opponents see the explanation, not the partner. But the best way is to explain the bids via the alert mechanism

6. Penalties

It is expected from all players to be online 10 min at least before the official start time of the session. Late log in could result in a penalty by the TD

The TD may remove un-played boards if a delay in finishing the match will interfere with the smooth running of the competition. An assigned adjusted score will be awarded to each board that has already been played in the other room

7. Ruling and appeals

Keep in mind that the TDs are there to help you enjoy the game and **not all the laws of duplicate bridge are applicable online**, so try not to give yourself and the TD a hard time, if you want to appeal a TD ruling, it will be to the Head TD who will hear all parties if needed and **his decision shall be final**

8. Line up

8.1.1. Swiss and RR stages : All line-ups are blind and no privilege for any team and, if necessary, the TD shall make a toss for the home and visiting teams

8.1.2. Finals stage will be a home and visiting team's criteria

9. Tie-break procedure

9.1. Swiss & Round Robin Stage

9.1.1. If two teams are tied with the same number of Victory Points at the end of the round-robin or Swiss, the tie shall be broken as follows (in the sequence shown):

- a) IMPs earned by the tied teams in the match(s) they played against each other. If they already played against each other's and if the tie remains, then:

- b) Total IMPs earned in all matches played by the tied teams in the event. If the tie remains then:
- c) IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in the event. If the tie remains:
- d) One board "sudden death" will determine the winner

9.1.2. Three teams

If three teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

- a) If one of the teams earned more VPs against each of the other two in the matches it played against them in the event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with Subsection 9.1.1. If the three teams remain tied, then:
 - b) If one of the teams earned more VPs against one of the remaining teams and tied with the other in the matches it played between them in the event, it shall be declared winner and the tie between the remaining teams shall be broken , if necessary, in accordance with Subsection 9.1.1. If the three teams remain tied, then:
 - c) If one team has been beaten by the other two teams in matches it played against them in the event, it shall be ranked third in the tied positions and the tie between the remaining teams shall be broken in accordance with Sub-section 9.1.1
 - d) IMP quotient in all matches played by the tied teams in the event

10. Undo

Undoes are allowed according to the followings:

1. The undo button is activated from the beginning
2. Click the undo button to stop the play
3. Call the TD
4. No Action from any party will be taken before the arrival of the TD
5. The TD will instruct the opponents whether to accept the undo or not
6. The TD will keep counting the undoes for each player, only 2 undoes are allowed for each player during one session
7. If the opponents accept – before the TD arrival - , play continue. but all parties forfeit their rights for any kind of rectification later on
8. If the opponents don't accept – before the TD arrival - , play stops and the TD decides what is to be done
9. The TDs reserve the rights to adjust the score of the board for any unauthorised information might arise from using the undo process.

11. Hesitation & Unauthorized information

Only Long hesitations that are bridge-related require hesitator's partner to consider UI has been passed and act accordingly. However, shorter hesitations that would pass UI in face-to-face events are to be ignored as not bridge related

12. Kibitzers

Kibitzers will not be allowed at the tables all the time but can join the kibitzer's site

13. Format

1. All teams will play Swiss qualifications in the first weekend; 8 Matches X 10 Boards in 1H20 each
2. The top 8 teams will qualify to group A final and will play a complete RR of 7 matches of 10 boards in 1H20 each, with a carry-over equals 30% of their Swiss Score in VP
3. The rest of the field (Group B) will play a new Swiss of 7 matches with their previous total score and the last round will be Danish
4. Play time: From 09H00 AM (GMT) to 04H40 PM (GMT).

14. Registration

A registration form will be available online at the ABF website, fill all the fields of the registration form and submit it not later than August 31st , 2024

15. Entry fees & Prizes

- Entry fees shall be 160 US \$ per team to be paid to the National Bridge Federation no later than August 31st, 2024 (e.g. if a Team is composed of 4 Moroccan players and 2 Kenyan players, the 160 USD will be divided by 6 and the 4 Moroccan will settle their portion to the Moroccan NBO while the 2 Kenyan players will settle their portion to the Kenyan NBO)
- The following prizes will be awarded to the winners

1st Team Group (A) : 500 \$

2nd Team Group (A) : 300 \$

3rd Team Group (A): 250 \$

1st Team Group (B) : 200 \$

2nd Team Group (B): 150 \$

16. ABF Master Points & Ranking

The ABF will start the “all Africa” ranking system for all future events (including this one) and championships run by the ABF according to the following criteria:

16.1.1. ABF Zonal trials qualifications (Teams)

- 1st = 2000 MP
- 2nd = 1750 MP
- 3rd = 1500 MP
- 4th = 1000 MP
- 5th = 750 MP
- 6th to last = 250 MP

16.1.2. ABF open teams

- 1st = 1000 MP
- 2nd = 1st Place MP – 20% = 800 MP
- 3rd = 2nd Place MP – 10 % = 720 MP
- 4th = 3rd Place MP – 20% = 576 MP
- 5th to the last will be according to the formula:
(Number of teams – Rank) X (4th Place points / number of teams) while the last 2 place gain the same Master points.

16.1.3. ABF Open Pairs

- 1st = 800 MP
- 2nd = 1st Place – 20% = 640 MP
- 3rd = 2nd Place – 10% = 576 MP
- 4th = 3rd Place – 20% = 460.8 MP
- 5th last according to the following formula
- (Number of Pairs - Rank) X (Points of 4th place / Number of Pairs), while the last 2 place gain the same Master points.

The players will gain master points according to the above and the ABF annually All African ranking will be posted and updated to the ABF website.

17. Convention cards

- All pairs have to upload their convention cards to the RealBridge Platform
- All Captains will receive a clear instructions on how to upload the convention cards to the platform

18. General

- WBF 20 VP “continues scale” will be used in all Matches
- Butler ranking will be available after each match
- in the event that there is confusion, lack of clarity, or a difference in the interpretation of one of the technical clauses in these regulations, the interpretation of the Head TD is the final interpretation of this confusion / wording
- In the event that there is confusion, lack of clarity, or a difference in the interpretation of one of the non-technical items in these regulations, the interpretation of the Chairman of the organizing Committee of the event shall be final interpretation of this confusion / wording
- When playing using RealBridge platform, all players are required to be properly dressed and properly seated in front of their individual camera

19. Disqualification / Withdraws

In qualifying stage, in the event that a team is disqualified or withdraw, its results will be cancelled, and no opponent in the matches that have been played shall count those points that he achieved before the team was disqualified

20. Agreement to the conditions of contest

Entering or being accredited to attend the ABF Championships means that everybody concerned with such entry knows and agrees to abide by these Conditions of Contest

21. Social Media, Website & Communication

A WhatsApp Group will be created for the team's Captains for better and faster communication between the OC and the teams

A Website for all info about the event

(www.bridgewebs.com/abf/)

22. Tournament Directors committee

Waleed El-Menyawi	Head TD; WBF Chief TD	ABF, BFAME, ABL & EBF Chief TD
Raad Etoom	NBO INT'L TD	
Tarek Abdelrahman	NBO INT'L TD	
Roland Bonzini	NBO INT'L TD	
Mehdi Ben Abdallah	ABF TD	